

American Youth Soccer Organization – Region 527
3rd Annual Kona Honu Soccer Invitational
July 17-20, 2008

Tournament Rules & Regulations

All games shall be conducted under the rules set out in the latest version of the USSF & FIFA Laws Of The Game and AYSO National Rules in conjunction with the following specific tournament rules & regulations.

I. TOURNAMENT DIRECTOR

The Tournament Director (TD) will have jurisdiction over all games played in the Tournament.

II. REGISTRATION

- A. The TD will accept applications from teams in the order received based on the application letter postmark. A team becomes officially entered in the tournament only after payment of the required entry fee and referee deposit is made in full. Entries must be received by **May 15, 2008**.
- B. Notification of acceptance or non-acceptance will be made within 48 hours of receipt of completed Team Application form & fees by checking the team status on the Tournament website or via email no later than **May 31, 2008**.
- C. Entry fee is \$200.00 per U10 & U12 team and \$300.00 per U14-U16 team.
- D. Teams must submit a Region or Club check (no personal checks or money orders allowed) made out to “AYSO - Kona Honu Soccer Invitational” for their team fee and Referee deposit (refer to II.E).
- E. Referee deposit is \$150.00 per team. Each team is required to provide a certified Center Referee and two Assistant Referees (refer to Referee Plan for requirements).
- F. Age Divisions:

The boys and girls divisions shall be in two-year groupings as follows:

U16:	Under 16 years of age	(August 1, 1990 – July 31, 1993)
U14:	Under 14 year of age	(August 1, 1993 – July 31, 1995)
U12:	Under 12 years of age	(August 1, 1995 – July 31, 1997)
U10:	Under 10 years of age	(August 1, 1997 – July 31, 1999)

III. REFUND POLICY

A full refund will be given within 14 days to teams that withdraw prior to 30 days before the tournament. Teams that withdraw less than 30 days before the tournament will receive a full refund if a replacement team can be found. If the Tournament is canceled for any reason a full refund will be made, less the cost of any pre-ordered items. Pre-ordered items will be sent to the team.

IV. ELIGIBILITY OF PLAYERS

- A. Regional Commissioners for AYSO teams and League Administrators for club teams are responsible for assuring the eligibility of their players.
- B. Player rosters shall be completed in full and signed by their respective Regional Commissioner or League Administrator.
- C. AYSO players will require prior registration and participation as a player in their home region’s primary season (whether it be the just concluded Fall or Spring season). The player must have played in half of the primary season games.
- D. Guest Players:

1. Recruitment of a player from outside your region/league will not be allowed, unless accompanied by a signed release form from said player's respective Regional Commissioner or League Administrator and the recruiting regions Regional Commissioner or League Administrator.
 2. A maximum of three (3) guest players are allowed per roster. For AYSO teams, all rosters containing guest players must have an accompanying guest player form signed by both regional commissioners acknowledging approval of the guest player's participation. Outside players (i.e., not registered with AYSO) may be added to an AYSO team as a guest player under the following conditions.
 - a. Efforts to place registered AYSO players from the region and neighboring regions have been exhausted.
 - b. Written approval from the regional commissioner, area director and section director has been obtained.
 - c. Outside player has been registered with AYSO prior to participation (practices and games).
- E. Players are only allowed to play on one team during the Tournament.
- F. The Tournament Director reserves the right to refuse any player participation in the Tournament.
- G. Casts or splints of any kind are prohibited.

V. TEAMS

A. AYSO Team Rosters:

1. U10 AYSO teams shall have not more than two (2) coaches with a maximum of ten (10) and a minimum of seven (7) players
2. U12 teams shall have not more than two (2) coaches with a maximum of twelve (12) and a minimum of nine (9) players.
3. U14 teams shall have not more than two (2) coaches with a maximum of fifteen (15) and a minimum of twelve (12) players.
4. U16 AYSO teams shall have not more than two (2) coaches with a maximum of eighteen (18) and a minimum of twelve (12) players.

B. NON-AYSO Teams:

1. U10 Roster Size – Shall have not more than two (2) coaches with a maximum of fourteen (14) players may be allowed.
2. U12 – U16 Roster Size – Shall have not more than two (2) coaches with a maximum of eighteen (18) players may be allowed.

C. Games: All teams (AYSO and Non-AYSO), must field the minimum number of players based on the following formats:

U-10	(7 v 7 format) - Minimum 5 players
U-12	(9 v 9 format) - Minimum 7 players
U-14	(11 v 11 format) - Minimum 7 players
U-16	(11 v 11 format) - Minimum 7 players

- D. Teams discovered with an ineligible player or players shall be disqualified from further competition. Previous matches played by the disqualified team will be recorded as a 1-0 win for the opposing team, regardless of the initial result.
- E. The Home Team shall have the responsibility of uniform differentiation.

- F. The Home Team will be listed first on the game schedule.
- G. Properly completed line-up game cards, listed numerically by roster/uniform number shall be presented to the Registrar or check-in staff, along with player cards, at the tournament head quarter's tent before each game. The game cards shall include the names and numbers of all players, present or not and an explanation for those players who are not in attendance at check-in time.
- H. Each player on the team shall wear the same uniform, to consist of a jersey, with a different number, shorts, and socks. The jersey may not be exchanged with another player for the duration of the game. AYSO teams entering the tournament must have uniforms that conform to the AYSO national rules and regulations.
- I. Mixed gender teams will be considered a boys team.
- J. All players (AYSO & Non-AYSO), must play at least one half of every game.
- K. All spectators must remain on their team's assigned side of the field at all times during the match. No spectator coaching of any kind is permitted.

VI. SCHEDULING

- A. All teams shall play a minimum of three (3) games.
- B. Schedules will be available no later than **July 1, 2008**.

VII. COACHES

- A. Coaches shall at all times encourage clean competition and good sportsmanship. Coaches shall participate in positive coaching that instructs and encourages players during games. Negative comments and complaints about the referees, players, opposing coaches, or team supporters will not be tolerated.
- B. Coaches shall abide by and uphold the Rules and Regulations of the Tournament.
- C. Coaches shall remain in their designated team areas during the course of play.

VIII. REFEREES AND ASSISTANT REFEREES

- A. Each team in the tournament is required to supply the Kona Honu Invitational with an AYSO-certified or USSF qualified referee team consisting of a center referee and two (2) assistant referees. These referees shall be available to officiate all of their team's referee assignments, as designated by the Tournament Referee Administrator. **Failure to provide a complete three-man referee team and/or fulfill the referee assignments will result in forfeiture of some or all of a team's referee deposit.**
- B. Each team in the tournament shall have three (3) referee assignments, which may include standby assignments.
- C. All three members of the officiating team must check in for each assignment (including standbys), at least one half hour prior to game time.
- D. All referees should be of the highest caliber, possess the appropriate ability to officiate at their respective divisions and be at least two years older, than the division they are officiating. Newly trained referees should not be used. All efforts should be made to provide Referee teams with, at the very least, the following badge levels: U-10 = Regional, U-12 = Regional, U-14 = Intermediate, U16 = Advanced. USSF referees are currently required to be cross-certified to AYSO, current volunteers, and Safe Haven certified.
- E. All games shall be officiated using the diagonal system of control.
- F. The referee must forward properly completed and signed line-up cards to the Referee Administrator at the completion of each match.
- G. Referee deposit shall be prorated based on the number of assignments fulfilled. Deposits shall be returned within fourteen (14) days from the last day of the tournament to the teams Regional Commissioner or League Administrator.

- H. No referee or assistant referee may be assigned to a game being played by any team with which the referee or linesman have an affiliation or association.
- I. Referees are to dress in complete and FIFA-approved uniforms. When participating as a coach or as a spectator, referees are to remove or cover their referee uniform shirt and socks.

IX. CAUTIONS, EJECTIONS and MISCONDUCT.

- A. All players and coaches sent from the field (red carded) must be reported in writing by the center referee to the Tournament Director immediately, upon completion of the game.
- B. The penalty for a player or coaches sent from the field is a minimum one (1) game suspension for the following game. The TD and Tournament Referee Administrator may impose stronger penalties depending on the circumstances as determined.
- C. Penalties are final and may not be appealed.
- D. Referees must file a written report for any abusive language or behavior used by players and or coaches toward or against them. Likewise, any spectator who has interfered with the game by word or deed must be reported to the Tournament Director.
- E. Accumulation of (3) three yellow cards during the course of the Tournament will result in a one game suspension, which will be applied to the game immediately following the third card. This rule will also apply to any pre-Tournament Soccerfest games.

X. SUBSTITUTION

- A. All registered players in attendance at the start the game for all divisions must participate and play at least one half of the game, excluding overtime.
- B. Players not present or expected to be absent when the match begins must be identified on the line up card (game card).
 - 1. If the player arrives during the first quarter, the player must play a minimum of two (2) of the remaining three (3) quarters.
 - 2. If the player arrives during the second or third quarter, the player must play a minimum of one (1) quarter.
- C. Any team found not to be following the rules governing substitution will be subjected to a 1-0 forfeit of the game.
- D. Players substituting must report to a referee or assistant referee.
- E. Substitutions will take place at quarter breaks as determined by the referee and at halftime.
- F. Substituting for an injury. If a player is injured, the coach may provide a substitute player for the injured player, in which case the injured player may not return until the next substitution opportunity (i.e., quarter break). Only the player who is injured is credited for playing the quarter, regardless of the actual time played. The coach may choose to play short, thereby allowing the injured player to return to the game at a stoppage of play.
- G. The referee must recognize and authorize the injured player to enter the field of play and continue to play.
- H. Under no circumstances may substitutions be made after a send off or after the game has ended in a tie and FIFA penalty kicks will be required to determine a winner.
- I. Free monitored substitution will be allowed in the U16 division. Playing time will be monitored by tournament staff.

XI. GAMES

- A. All games will be played on fields designated by the Tournament director.

- B. Rules & Regulations of competition will be as defined by AYSO, FIFA Laws of the Game and The Tournament.
- C. Tournament will provide the game ball.
- D. Duration of games:
 - U10 – two (2) twenty-five (25) minute halves (with quarter breaks)
 - U12 – two (2) thirty (30) minute halves (with quarter breaks)
 - U14 – two (2) thirty-five (35) minute halves (with quarter breaks)
 - U16 – two (2) forty (40) minute halves (with free substitution)
- E. All games shall start on time. If a team is not on the field of play and ready to start their game within 10 minutes after the scheduled time, the game shall be deemed a forfeit. A forfeit shall be recorded as a 1-0 win in favor of the opposing team. If neither team is able to field a team, each team will be assessed as a 0-1 loss.
- F. The number of teams in the division will determine format of preliminary games. There will be no overtime periods with ties counted as such.
- G. If a forfeit game exists for any reason, goal differential will not be used to determine a winner. Sportsmanship points will be awarded to teams, who record wins for forfeits, based on the division average of sportsmanship points for that day during preliminary play. Sportsmanship points will not be awarded to teams who forfeit games.
- H. There is no “play down” rule.

XII. SPORTSMANSHIP PROGRAM:

- A. All teams are judged for sportsmanship by the center referee and the assistant referees.
- B. All teams will be judged using a sportsmanship tally sheet.
- C. Cautions and send offs:
 - A caution = minus (5) five team sportsmanship points
 - A send off = minus (10) ten team sportsmanship points
- D. Scoring (additional points that can be added towards a team's overall Tournament standings)
 - 1 Point = each team/per game (Scores 18 or more points for sportsmanship)
 - 0 Point = each team/per game (Scores under 18 points for sportsmanship)
 - 1 Point = each team/one-time application (Six or more players participate in the 3v3 Challenge)
 - 0 Point = each team/one-time application (below 6 players that participate in 3v3 Challenge)
- E. Additional comments:
 1. Alcohol will not be allowed on site.
 2. The use of tobacco shall only be in areas away from the fields where it will not affect players warming-up or playing.
 3. All that attend shall show respect for the property. Players must refrain from kicking balls against buildings and fences; The teams shall be responsible for its own trash and use the receptacles on site.
 4. Conduct detrimental to good clean competition will not be tolerated. This includes, but is not limited to taunting and dissent. Dissent by word of mouth or gesture is considered misconduct and the offender should be cautioned for the offense. Likewise, taunting is to be treated the same way. Taunting can be in the form of words, gestures, or orchestrated celebrations. A second caution for infringement of the characteristics of good sportsmanship shall be cause for sending off the offender. Coaches, players, & team supporters' behavior can affect a team's sportsmanship points.
 5. It is the responsibility of the coach to ensure that the Kona Honu Invitational Rules and Regulations are passed on to players, parents and officials attending with their teams.

XIII. SCORING/DETERMINATION OF POOL / PLACE WINNERS:

A. Points are awarded for all games as follows:

5 Points	Win
2 Points	Tie
0 Points	Loss
1 Point	Shut Out
1 Point	Each team - Goals Scored Up to 3 Goals
1 Point	Each team – Scores 18 or more points for sportsmanship
0 Point	Each team – Scores under 18 points for sportsmanship

B. Should more than two teams be tied at the end of the preliminary round, the following list of tiebreakers will be used in sequential order until one team is determined to be the winner. The tie-breaking procedure does not revert back to previous tie-breaking criteria after one team has been eliminated.

1. Head-To-Head Play - The team that won when the two teams met will advance.
2. Goal Differential - Total goals scored less total goals allowed with a maximum goal differential of three (3) per game.
3. Sportsmanship Rating - The team that achieved the highest average sportsmanship rating.
4. Goals Allowed - Maximum of three (3) per game
5. Goals Scored...Maximum of three (3) per game.
6. Coin Toss

XIV. GAMES ENDING IN A TIE AFTER REGULATION TIME (CHAMPIONSHIP ROUNDS ONLY).

- A. In case of a tie at the end of regulation time, two (2) five-minute overtime periods shall be played. If the score is still tied at the end of both periods, the winner shall be determined by the taking of kicks from the penalty mark in accordance with FIFA Laws of the Game.
- B. During overtimes, free substitution is allowing during any normal stoppage in play by the team having possession of the ball. The referee must recognize players before entering the playing field.

XV. PROTESTS

Protests of a game that has been played will not be allowed.

XVI. DISQUALIFICATIONS

The Tournament Director may disqualify any team, at any point of the tournament, if a team refuses to abide by the Rules and Regulations of the Tournament. Any team or teams that are ejected from the tournament will forfeit their Entry and Referee Fee deposits.

XVIII. INTERPRETATIONS

Any further clarification to the guidelines must be directed to the Tournament Director. Any of the aforementioned rules and regulations may be superseded by the Rules and Regulation as set forth by AYSO National.